For the die hard enthusiast of Japanese hobby culture
RAIJIN
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GAME & ANIME
STRAIGHT FROM NIPPON!
This Week's ANIME FOCUS:
GALAXY ANGEL
SPECIAL FEATURE:
"100% COMIKET!"
THE SCOOP ON COMIKET! INCLUDES MANGA REPORT!
LOADS OF COSPLAY PICS INSIDE!
ISSUE 2
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RAIJIN GAME & ANIME
Exclusive info from SEGA:
Focus on games, anime, & more!

Editor's Message

Welcome to the world of RAIJIN Game & Anime!!

We're now underway with our second issue of our magazine and we're really excited!
Our first issue in the U.S. went over extremely well and the editorial staff thanks all of you who made RGA possible!

This issue is again filled with updates on games and anime from Japan - the latest news from the leading country of entertainment right at your fingertips. It's information you can't get anywhere else! After finishing this magazine, you'll be up to date and will know what's going on in Japan. There are several magazines in the U.S. on Japanese video games and anime. However, RAIJIN Game & Anime is different from the rest because it is written and edited in Japan based on local information. It is created by a top team of otaku reporters and editors and is full of otaku information written by otaku writers for the otaku fans out there.

RAIJIN Game & Anime is the sister publication to RAIJIN COMICS, a weekly manga anthology, filled with hit titles from the most famous authors in Japan. The best part about it is that if you subscribe to RAIJIN COMICS, you'll get a FREE copy of RAIJIN Game & Anime! It's an offer you can't miss.

We also welcome any comments, questions, and opinions you may have about either magazine so please let us know how you feel!

Happy reading!

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RAIJIN GAME & ANIME

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COVER STORY

The funky female quintet of **Galaxy Angel** nab this edition's cover! Anime fans here in Japan are already being swept away by the spaced-out adventures of the wonderfully ditzy Millefeuille and her four *kawaii* comrades! So tell us, which one do you like?

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Today's Topics

A NEW ENTERTAINMENT MECCA OPENS IN THE OTAKU CAPITAL OF AKIHABARA!

AsoBitCity, one of biggest entertainment retail complexes in Japan, opened for business in Tokyo's Akihabara district (affectionately known as *Akiba*) on October 10th. AsoBitCity is also the 152nd store operated by the home electronics retail giant Laox, which in recent years has branched out into the sale of game and anime products.

The shopping complex is laid out like a self-enclosed "city." Each of the seven floors are called "districts" and carries a particular type of item, such as game and hobby-related products or CD and DVD software. And unlike most Akihabara stores, AsoBitcity has wide aisles and high ceilings so customers can shop at a relaxed pace.

There are many other amenities available, including a cafe on the third floor where people can take a break from shopping. The store is also trying to appeal to female customers, with a special corner filled with books and games related to *yaoi*, anime which has won a strong following among Japanese women with its stories about attractive young gay men.

The PC goods on the sixth floor are in a section called the "Online Game Stadium", where the latest online games can also be played on one of 24 high-speed computers. Two event halls are located on the eighth floor, which reflects Laox's interest in staging events. Plans are in the works to host a number of events on this floor for anime, game, and hobby fans.

By attracting more families and female customers to Akihabara, AsoBitCity will help make shopping in *Akiba* more appealing to people who are new to the area.

THE BIRTH OF AN ASIAN MANGA ZONE! THE FIFTH ASIAN MANGA SUMMIT WAS HELD!

The comic market in Asia has been much more strongly influenced by Japanese manga than Western comics. This year representatives from seven Asian countries—China, Hong Kong, Japan, Korea, Malaysia, Singapore and Taiwan—traveled to Yokohama to participate in the Fifth Manga Summit. This summit highlighted how a manga culture has successfully developed in Asia. American fans of Japanese manga would definitely find it worthwhile to check out manga coming out of Taipei, Hong Kong and other places.

The opening ceremony of the summit was symbolic of the friendly mood of the event. Representatives from both Taiwan and China sat side by side, and a South Korean representative expressed the hope that North Korea would participate in future summits.

The chairman of the conference, Yanase Takashi (creator of "Anpan Man") enthusiastically added: "We love manga! We love peace!" And this certainly summed up the feelings of the participants.

This is the second time the event has been held in Japan since the inaugural summit, in Iwaki City, Fukushima Prefecture. This time, Yokohama was chosen to host the summit, as the city is considered the birthplace of Japanese manga. At the festival, cartoonists had their own booths, and there were also booths for foreign manga publishers. A total of 14,955 people attended the conference, which was held on October 12-14. Many events were held outside of the convention hall in different parts of Yokohama, including symposiums, small meetings and lectures for the general public, displays of original artwork, and autograph signings.

At the event: Fujiko Fujio A (bottom center), Nagai Go (far left), and other popular artists. The creator of "Dokaben" and other baseball manga, Mizushima Shinji (above), was also busy at work.

KICHIJOJI TRANSFORMS INTO AN ANIME TOWN! THE 2002 KICHIJOJI ANIME WONDERLAND

With so many anime studios and manga artists based in Kichijoji, four years ago a decision was made to hold an "anime wonderland" in the Tokyo neighborhood. From October 5th to the 14th, shows and exhibits were held and anime films were shown. On the first floor of the Kichijoji Chamber of Commerce, for example, a café was set up based on a scene from the anime "Princess Arite" produced by Studio 4°c (an anime studio established by Morimoto Koji). The whole neighborhood was involved and actively supported the festival.

The biggest attraction was the character parade and contest. This event, which has been held since the first Anime Wonderland, invites *cosplay* enthusiasts to parade through the streets of Kichijoji. Following the parade, a contest is held to select a *cosplay* champion. The intensity of this *cosplay* has risen every year, and in this year's event there were characters from anime such as "Princess Mononoke," "Inu Yasha," and "One Piece."

Anime Wonderland is the fruit of the collaboration of anime studios and the Kichijoji Chamber of Commerce. The original idea was to promote the area through anime, similar to American cities that host conventions to attract visitors. Casting aside the outdated notion that anime and manga are just for kids, the neighborhood promotion was a great success.

Voice Actress from the U.S.
RACHEL LILLITH

The attention to detail of *cosplay* in Japan is simply amazing. I was overwhelmed by the perfection of the costumes. I wasn't familiar with all of the manga and anime characters, but the contestants were so into it that I think I got an idea of the content and atmosphere of the works.

As far as the industry in general, I think it will grow, especially since more American companies are distributing movies and TV shows. American audiences generally love all kinds of animation—although it still has a bit of a label of being just for children, that seems to be changing.

Thank you for the interview!

The winner of the character contest was Kiki from "Kiki's Delivery Service", who won by a unanimous decision by the judges with her cuteness and perfect costume.

Voice Actor from Japan
KAMIYA AKIRA

Over the past seven years I have been invited to a number of events in the United States, including the Anime Expo. Whenever I see *cosplay* performances in the States it seems like everyone is having such a blast. Of course, I probably don't get half of the jokes because my English is so bad (laughs).

I've been one of the contest judges at the Anime Wonderland every year it's been held, and I've noticed that *cosplay* in Japan is becoming a lot more fun. I think that if we can keep encouraging an enjoyable atmosphere and further connect with the audience, *cosplay* can become even more entertaining.

WILL ATOM AWAKEN AGAIN NEXT SPRING!? TEZUKA OSAMU MINI-VIGNETTE ANTHOLOGY 1

Of all of the masterpieces that Tezuka Osamu created in his lifetime, the futuristic anime "Astroboy" is the most well-known throughout the world. People in Japan are gearing up for the birthday of it's main character Atom on April 7, 2003.

At the end of October, the brand "K&M" began selling mini Tezuka Osamu action figures. K&M has teamed up with world-famous action figure maker Kaiyodo, and the producer and retailer of anime products Movic, to create the line. We're sure the high quality of the K&M figures is clear from just looking at the photos. These 8 cm-tall action figures put Tezuka's world right in your hands.

We're giving away a five action-figure set to two lucky readers. For a chance to win, contact us at: **www.raijin-ga.jp**

RAIJIN RECON

Another voyage for "Yamato"?

"We're off to outer space!" "*Saraba, chikyu yo!*" Any self-proclaimed anime fan should be familiar with either one or both of these immortal opening verses, which of course respectively belong to the theme songs to the old-school TV anime series "Star Blazers" and the original Japanese version "Space Cruiser Yamato" broadcast in 1974. Fans of this legendary work will be thrilled to hear that its official sequel is apparently on the way!

Although it had been rumored in Japan since last year that a "new Yamato" by famed manga artist Matsumoto Reiji was in the works, a recent official press statement by the producer of Matsumoto's rendition of "Yamato", Venture Soft Co., Ltd., claimed that the Matsumoto project currently in production, tentatively and somewhat misleadingly entitled "Dai-Ginga Series: Dai-Yamato Scenario 7vs7", represented a completely new and original animated series.

The fact of the matter is that a dispute over the rights to the original "Space Cruiser Yamato" had arisen between Matsumoto and producer Nishizaki Yoshinori, who is recognized as the father of the "Yamato" series. Nishizaki's personal rights regarding the "Yamato" copyright were subsequently acknowledged in a court of law. This mixed and often intense debate over the issue of "who "Yamato" belongs to" had extended itself from interested parties in the case over to fans themselves.

So, moving back to our original subject, we have received news that a "Yamato"-based production from Nishizaki, the true originator of the series as it were, is at last underway! While rumors of an official announcement regarding the project are already circulating, only time will tell what form it will finally take. Will it be a TV series? A theatrical animation? Perhaps a video game? Stay tuned to RAIJIN G&A for the latest developments!

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SPECIAL FEATURE 100% Comiket!

Dec. 28~30, 2002

コミックマーケット63へ行こう!

INTRODUCING "COMIKET", JAPAN'S LARGEST AMATEUR EVENT!

The tumultuous year that was 2002 is slowly drawing to a close. In Japan, the first week of the New Year is typically characterized by a period of rest and relaxation mingled with mental preparation for the year ahead. However, for the diehard Japanese manga enthusiast, this period is hardly one to sit still. With one of the two holdings each year of the major event known as the "COMIC MARKET", or "COMIKET" for short, occurring during this time, you can bet that manga fans are out in full force.

I'm sure a lot of you are aware that "COMIKET" represents the largest-scale sales exhibition of *dojinshi* (Japanese equivalent of "fanzine") in all of Japan. Upon attending "COMIKET", while one will discover an astounding array of *dojinshi* on display covering the anime, video games, SF, *jidaigeki* (historical Japanese drama productions), military and other genres, it will come as no surprise that the genre most fully represented is that of manga.

The very first "COMIKET" was held in 1976 when a circle of college student/manga fans living primarily on the outskirts of Tokyo erected a place to announce and display manga-related works; in this case, *dojinshi*. The number of individuals reported to have attended this initial gathering was recorded as approximately 800, with the scale of the event proceeding to grow steadily every year over the next twenty years. This finally culminated in the attendance figure of 480,000 achieved with the "COMIKET 62" held this summer. [Above Photo: "TOKYO BIG SIGHT" has been home to "COMIKET" for the last several years. Photos #1-5: Check out all the people and *dojinshi!* "COMIKET 62" was a resounding success.]

It's not too difficult to understand why "COMIKET" has been so successful. Put simply, a lot of Japanese like manga. A lot of Japanese enjoy festival-type gatherings as well. In particular, "COMIKET" serves as the perfect outlet for individuals who enjoy drawing manga as a hobby. This group represents some of the numerous people who actually spend the greater portion of their free time in a year helping to prepare for the "COMIKET"s held in the summer and winter. Ironically, individuals who draw manga and offer *dojinshi* for sale represent not even 30% of total attendants. It is the people who come to purchase these *dojinshi* that represent the majority. Not fully content with just the manga and anime available commercially, these individuals make their way to "COMIKET" in pursuit of stories and material closer to their liking.

So, in this respect, "COMIKET" also serves to meet the increasingly diversified tastes of manga and anime fans in Japan. This diversification is being continually reflected in the works offered for sale at the event.

Speaking of works, it goes without saying that the majority of goods offered at "COMIKET" are indeed *dojinshi*. However, in recent events, it is not at all uncommon to spot original games, figures, and costumes. Also serving to further spread manga, anime and *dojinshi* culture are a series of sub-events held in conjunction with "COMIKET". [Photos #6-8: Sales booths offer games, figures, garage kits and costumes all incorporating the same character series. Photo #9: A scene from a sub-event called "*Dojinshi* and International Exchange".]

For budding youth looking to become professional manga artists, "COMIKET" offers a spectacular opportunity to learn as well as have fun. Let it be no secret that famous and accomplished manga artists such as Takahashi Rumiko, Saimon Fumi, Ishii Hisaichi, Asari Yoshitoh, CLAMP, Sonoda Kenichi and Utatane Hiroyuki have all made appearances at previous "COMIKET"s. For them, "COMIKET" represents an opportunity to get away from their business trappings and show their fans a creative and artistic side not readily visible in their published works. For these fans, of course, it serves as a chance to get a hold of unreleased material from their favorite artists.

"COMIKET" is also responsible for giving rise to a sub-culture of sorts across Japan. While certainly not as large in scale, there are a significant number of similar events being held practically every month, as well as an increased number of bookstores that specialize in *dojinshi*. Could we go as far as to say that it was "COMIKET" that made *cosplay* a household word...? In dressing up and acting out characters form manga and anime, the *cosplay* participants at the event never fail to draw a lot of attention (Photo #10: The *cosplay* area inside the "COMIKET" event area.). See P10 for more info on *cosplay* in general.

The next "COMIKET" will be held between December 28th and 30th. If you have some extra time and money on your hands and you want to better understand the Japanese *otaku* mentality, there are few better ways to do it than this event. End 2002 with a bang!

"SO HOW CAN I PARTICIPATE IN 'COMIKET'?"

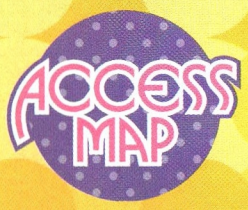
I should start by saying that unfortunately you won't be able to feature items for sale at the "COMIKET" this December, reason being that applications for booths to be used for sales purposes are no longer being accepted. But, if you're just planning on going to pick up some *dojinshi*, no problem – anyone can attend sans prior notification or an application process. Just make sure you have a way to get yourself to Japan!

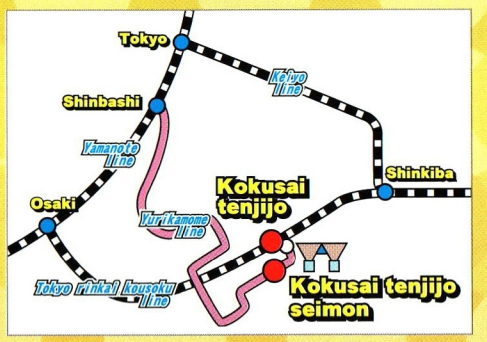
There's no entry fee, but you may find yourself shelling out the cash for the event guidebook entitled *"COMIC MARKET 63 Catalog"*. Although this will run you about ¥2,000, or about US$20, take comfort in the fact that in most cases there will be no one to check if you actually bought it or not.

This event area is the giant event hall known as *"TOKYO BIG SIGHT"*, which looks right over Tokyo Bay. As long as you figure out the stations indicated in the map below, you should have no problem finding where you have to go. In case you do get lost, however, don't hesitate to ask a station employee or policeman. Just tell them the station name and you'll find that Japanese civil workers are generally eager to help out.

I should also mention the hell you're sure to encounter during the event period with the transportation facilities that surround the area. Make sure you move about with sufficient time on your hands.

I'm also pleased to tell you there'll be more than a fair share of staff members in the event area that understand English. Just approach them with any questions or concerns you may have – you're sure to recognize them by their uniforms.





The closest stations to the event area are Kokusai Tenjijo on the Rinkai Line and Kokusai Tenjijo Seimon on the Yurikamome Line. A bus also operates to the area from JR Tokyo Station.

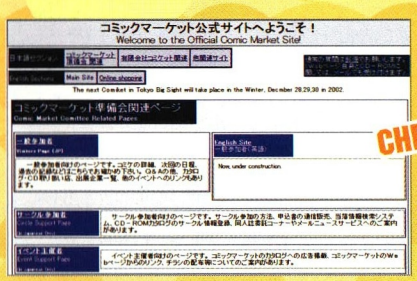
"WHERE DO I GO TO FIND OUT MORE?"

Despite being labeled as an amateur event, an effort the size and scale of "COMIKET" requires an appropriately large amount of funds to take place. Alongside prior preparations that begin with securing the area for the event, administration and security for the day of the event can run in the tens of millions of yen (several hundred thousand $US) combined. All this is overseen by a company not surprisingly by the name of COMIKET INC.

COMIKET INC. has established a web site called the "Official Comic Market Site" which contains a wealth of information pertaining to the "COMIKET" event. Included in this info is a history of the event, methods of participating, and details regarding mail order.

While most of the pages on this site unfortunately have yet to be converted into English, a link provided on the "Comiket Coverage Page" to a site called the "Tokyo Cool Manga Messe" allows you to search the latter for detailed information written in English. Not just restricted to "COMIKET", the information provided by the "Tokyo Cool Manga Messe" offers thorough coverage of *dojinshi* in general. Definitely check it out.

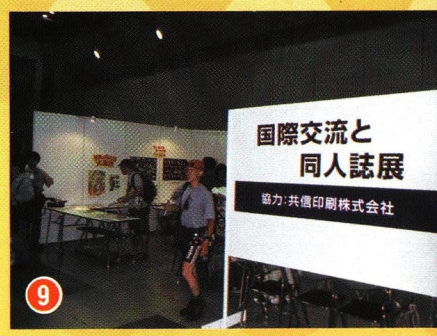
Finally, as the number of individuals from the US attending "COMIKET" is increasing, a search of the World Wide Web using the keyword "COMIKET" is sure to yield a number of links to written material in English detailing this marvelous event. Hear it straight from those dedicated individuals who attended "COMIKET" in person and returned to share their experiences!



CHECK THE INTERNET FOR "COMIKET" INFO!

Only the "Coverage Page" and "Online Shopping" sections of COMIKET Inc.'s official site offer English at this time. Hopefully the pages under construction will also feature English when they're done.

Official Comic Market Site ▶ http://www.comiket.co.jp/



"Dojinshi GET!"

"COMIKET 63" will take place over the three-day period running between Dec. 28th and 30th. While I'm sure we've given you a good enough impression of exactly how big the event is, it might still surprise to you hear that the number of circle booths offering *dojinshi*, original goods and the like for sale can number as many as 35,000. So, how the hell does one navigate all these booths to find what they're looking for!?

Well for starters, the exhibition day and position within the event area for these circle booths are predetermined based on the categories they represent. This means that as long as you know the fashion in which the various categories are being laid out, you won't find yourself wandering into areas that you have no interest in. Details regarding these categories are provided below.

Also of use is the aforementioned "COMIC MARKET 63 Catalog", which in theory is meant to compensate for the lack of an entrance fee. All of the event participants use this catalog to indicate the nature of their products on display through illustrations, making it a breeze to identify the circle with the illustrations that you liked or find a circle featuring a specific a manga or anime. Be warned though that at close to 2kg, the 1,300-page catalog may be a chore to carry around. Just so you know, the majority of Japanese attendees procure it prior to entering the event area so that they can keep themselves informed in advance. [Photo #1: The COMIKET 62 version of this thick and heavy catalog.]

12/28 Day One

MAGAZINES, ANIME & NOVELS

The primary themes of the first day of the event, easily the most bustling of the three-day period, consist of general-audience anime, SF, fantasy novels, movies, and manga featured in magazines that carry no age restriction. In the last "COMIKET", approximately 160,000 individuals attended Day One alone. Perhaps because it's the initial day of the event that the Day One doesn't prove to be that chaotic (not that chaotic, anyway...). With an extraordinary amount of major manga famous even the US as well as heaps of anime *dojinshi* featured, you might do well in attending this day should it be your first "COMIKET" experience.

Just a partial list of some of the works featured in materials on exhibition would include "One Piece", "Tennis no Oujisama", "Naruto", "Slam Dunk", "Azumanga Daiou", "Mobile Suit Gundam" (various series), "Sailor Moon", "Card Captor Sakura", "Chobits", "Angelic Layer", "Automatic Maiden", "Galaxy Angel", "The Lord of the Rings" (both the film and novel), and "Harry Potter" (both the film and novel). Believe us when we say it would take forever to provide a complete list.

Anticipated to be available are a number of *dojinshi* specifically covering a single artist, such as Tezuka Osamu or Takahashi Rumiko. It is also being speculated that alongside those already confirmed to appear at this point, items based on TV anime series that began this fall will also appear in great numbers. The first day of "COMIKET" also represents a key one for manga publishing and anime production companies, as the degree that their commercially-available manga and anime products are featured in *dojinshi* serves as an indirect measure of those products' popularity. [Photos #2: Circle booths on the first day (from "COMIKET 62").]

12/29 Day Two

GAMES, YAOI & OTHERS

It's not until the second and arguably craziest day that chaos ensues. The most prominent theme of this day is "games", and there is all sorts of interesting stuff to be found. In particular, look for a large amount of spin-off *dojinshi* featuring as their main characters those who made appearances in prime fighting titles such as "Street Fighter", "Samurai Shodown" and "Dead or Alive" and RPG hits like "Final Fantasy" and "Pokemon".

Circle booths featuring analog games as represented by trading card games and traditional, table-based RPGs also have a field day here, as do *dojinshi* based on network games such as "Ultima Online" that have become increasingly popular over the last several years.

Also featured on Day Two is that genre said to cater to females with interesting tastes - *yaoi*, or "boys' love" as it is also called. Female attendants come to "COMIKET" in droves to acquire novels, manga and related *dojinshi* that detail the exploits of attractive young men's love for one another. The scope of *yaoi* is astounding, with material ranging from platonic images of love to hardcore scenes of homosexual activity. Ironically however, the genre is said to be primarily enjoyed not by males with homosexual tendencies but by bisexual females. The floor of the event consisting of circles that specialize in *yaoi* can be counted on to be ignited with a unique atmosphere provided by a mad rush of enthusiastic female fans.

While certainly not on the scale of either games or *yaoi*, other genres featured on this second day include those of history, SF, fantasy, SFX heroes, railroad, music, professional sports. If you want to get a sense of Japanese sub-culture as a whole, check out Day Two. [Photos #3-4: Second-day booths and heaps of *yaoi*.]

Day Three

12/30
HENTAI, ORIGINALS & RESEARCH DOCUMENTS

Rounding out the event on the third day is that timeless genre: eroticism. Approximately 60% of the circle booths appearing are those specializing in the sale of hentai-based *dojinshi*. While a lot of these *dojinshi* represent completely original works, the most prominent of them represent erotic take-offs of popular manga and anime series. What you'll find there truly runs the erotic gamut, ranging from simple, elegant nude conceptions to hardcore imagery bordering on the immoral. Being the category that they represent, while the intensity of this kind of medium finds itself the subject of criticism by some despite being amateur works, it is adored by others who are unable to discover that same level of intensity within commercial publications. It therefore goes without saying that the overwhelming majority of third-day attendees are male.

With the large number of erotic posters put up by numerous circle booths, one could easily mistake the environment for that of a pornography shop rather than that of a comic book and animation exhibition. Added to this is the rather fuzzy spot of there being no age restrictions applied to entrants. To be sure, sale items geared toward an adult audience do undergo review prior to display, with participants advised not to sell their products to minors. In reality, however, there is no actual check, and provided attendees don't look like they're in their lower teens, they are able to procure the material with ease regardless of age. Certainly not to say that pornography represents some kind of absolute evil, but concrete regulations pertaining to the buying and selling of such material are probably a good idea at this point.

Also available on Day Three are items that could be said to represent the complete opposite of erotic material: *dojinshi* featuring serious pieces involving social critique and commentary. As these are as expected almost entirely written in Japanese, it may be hard for the Western "COMIKET" attendant to fully enjoy these. It is interesting to note, however, that these learned essays, critiques and research publications are being rendered available the same day as the aforementioned erotic material, suggesting the broad base that manga and anime culture encompasses.

The third day of "COMIKET 62" featured more attendees than the other two at 170,000 individuals. [Photos #5-6: Circle booths specializing in the sale of erotic *dojinshi*. Photo #7: *Dojinshi* conceived by professional artists. All three of these pictures are from "COMIKET 62".]

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Every Day

12/28~30
Corporate Booths

Present throughout the entire three-day event period were elaborately designed corporate booths representing a variety of enterprises with connections to *otaku* culture, including publishers, game makers, anime merchandise shops and large-scale bookstores. With the few exceptions here and there, such as that during "COMIKET 62" upon which leading Japanese publishing corporation Shogakukan offered a book very reminiscent of a *dojinshi* for sale, these companies as a general rule are present not to sell *dojinshi* but limited edition "COMIKET" merchandise. While this merchandise is completely different according to the company, ranging from things such as trading cards and cell phone straps to prior-release DVDs, all of it represents goods that can only be purchased at that particular "COMIKET". It would appear that fans latch on hungrily to this "I can only get it here and now" concept, which in turn translates into both stable sales and popularity for these corporate booths.

Also, from the point-of-view of the participating companies, featuring booths such as these represent a kind of fan service as well as a research tool to hear directly from individuals that represent their target market. The trade-off is selling quality goods to fans, which serves in turn to boost the estimation of the corporate booths in these fans' eyes. It's amazing to see how quickly limited edition merchandise related to a popular manga or anime work can sell out.

If you're looking to get your hands on some of this limited edition stuff on your trek to "COMIKET", be sure to line up early in front of the event area entrance. [Photos #8-10: Corporate booths tend to be considerably fancier than circle ones.]

8

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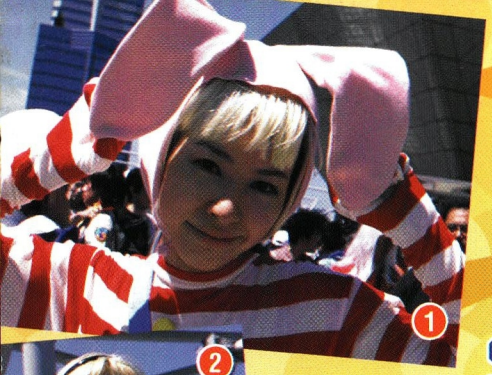
Costume



COSPLAY: WHAT "COMIKET"'S REALLY ABOUT!

Take a gander at all these outrageous costumes! It goes without saying that no "COMIKET" would be complete without *cosplayers* (Those individuals that participate in *cosplay*. Often shortened to *layers*.). All of the pictures you see on this page are of *layers* from last summer's "COMIKET 62", who numbered as many as 10,000 over the three-day period! While only representing 2% or so of total "COMIKET 62" participants, they certainly stood out more than most of them! (Of course — that's their job.) A great number of these *layers* naturally consisted of *dojinshi* creators, but many of them showed up at "COMIKET" just to *cosplay* out!

Judging from looking at these photos, it's not difficult to see that the ratio of male to female layers at "COMIKET" is low; actually, it's as small as 1:4. Calculated roughly as 2,000 male participants and 8,000 female participants, this ratio is greatly in the girls' favor. While we imagine that *cosplayers* in, say, American events, are predominantly female as well, this dismally low male-to-female ratio for "COMIKET" set us Japanese guys all back a bit. Damn, are we that shy? [Photos #1-3: These female *layers* particularly stood out at the event. Photos #4-5: Male *layers* at the event such as the one in Photo #5 tended to mask their faces.

Photos #6-8: There are even entire *cosplayer* "troupes" dedicated to a specific work or theme.]

The art of *cosplay* is in essence meant to be one of complete freedom, meaning that as long as you don't make the people around you uncomfortable, no one should give you a hard time about what you look like. However, in the case of "COMIKET", there are actually a series of regulations that need to be adhered to with respect to *cosplay*. For example, one is not allowed to hold weapons such as guns and swords, fake or otherwise, on their being. Even non-weapon items that exceed a length of 30cm, referred to as *nagamono* in Japanese, can't be kept. Furthermore, one is not allowed to enter and exit the event area in their costume-you first have to change your clothes in a specially prepared changing room within the area. Probably the strictest rule facing *layers* is the necessity of informing the sponsor of the event that you wish to participate in *cosplay* activities. All of these regulations have been added one after another alongside the continued expansion of "COMIKET" While they simply represent measures to contain trouble that are necessary with any large-scale event, they do serve to restrain the *layers* a bit. Even so, the fact that there is no letdown in their enthusiasm level at "COMIKET" speaks volumes on the intensity and momentum of the event.

COSPLAY'S NOT LIMITED TO JUST MOVIES AND COMICS FROM JAPAN!

While most *cosplay* at "COMIKET" revolves around manga and anime, you can still find layers like this! "Harry Potter" proved to be popular at "COMIKET 62".

Play コスプレ

THE "DIRT" ON COSPLAY

So, despite some rules here and there, the fervor for *cosplay* at "COMIKET" has never lost its momentum. There are, however, a couple of issues that rear their head with every holding of this event.

The primary one involves the presence of *kameko* (amateur *otaku* cameramen), who circle the event area taking pictures of the *layers* (specifically the female ones) with high-end photography equipment that suggests they're true professionals. You'll always catch them hanging around particularly photogenic *layers* or those with especially hardcore costumes. As briefly mentioned on the left-hand page, it's the job of *layers* to stand out. *Kameko*, while responding to that by taking photographs of the *layers*, are expected to have coinciding interests with them in that both parties are present for a specific purpose. From time to time, however, the lack of etiquette on the part of the cameraman becomes an issue here. A proper cameraman will have the decency to ask a *layer* if it's acceptable to take her picture before doing so.

Unfortunately, there are more than a few that will take a gratuitous shot of a completely unsuspecting layer's exposed underwear, and a good number of cases have been reported in which these photos ended up being posted on the Internet without the permission of that *layer*. In particular, with regards to anime-based *cosplay*, extremely short skirts and outfits that reveal the wearer's full figure are not uncommon. There is, to be sure, a fair amount of suggestiveness that will be instinctively construed from this kind of physical presentation. However, it is hardly on a level that suggests that "COMIKET" is some kind of rampant sexual event. On Day Three of "COMIKET" in particular, which largely features the sale of adult material, it seems particularly easy for *kameko* to form this sort of impression. Specific actual past cases of the above being reported in the media have in fact lead to the organizers responsible for "COMIKET" instructing *layers* "not to wear anything too extreme". On top of this, there have been recent rumors of instances in which *layers* have been stalked by *kameco* or other event participants. Too creepy. [Photos #9-11: Some sexy instances of *cosplay*. Hopefully these shots stay within the realm of good taste...?]

On the more positive side, social awareness regarding *cosplay* has been on the up and up in recent years. From an *otaku* term exclusively associated with "COMIKET", *cosplay* has grown to be the central theme of entirely separate, multiple events held on practically a monthly basis. This has been complemented by the publishing of magazines dedicated to the art of *cosplay*. Its further popularization has also lead to a gradual changing in the consciousness surrounding the *cosplayers* themselves, who for some time have been forming a number of Internet-based communities for the purpose of exchanging information amongst each other. These communities are alive with discussion on a number of important and relevant issues, such as the creation and evaluation of costumes, moral issues facing *layers*, methods of interacting with media representatives, censure of and protective measures against *kameko*, the business workings of *cosplay* circles, and so forth. [Photo #12: This bulletin board contains info about *cosplay* at "COMIKET".]

You can be sure that *layers* will be out in full force with the upcoming "COMIKET 63". As it is a winter event and the official *cosplay* space is slated to be outdoors, the costumes are expected to be more on the tame side. Let's just hope this reduces the potential for any problems to occur!

THE COSPLAY AREA: PACKED WITH LAYERS AND KAMEKO.

Kameko crowd around layers like vultures around a corpse! Layers will be glad to pose for them as long as the *kameko* stay professional.

7

8

9

10

11

■掲示板に戻る■ 1- 101- 201- 301- 最新50

12

コミックマーケット62対策スレ

1：C. N. ：名無したん ：02/06/11 19:09 ID:MBeoC11Y
8月9日10日11日

346：C. N. ：名無したん ：02/08/07 20:42 ID:bCphsfd.
ちぇんじ読んで気付いたんだけど
サークル参加でも更衣室は10:00以降じゃなきゃ入れないんだよね？
初めてコスして売り子頼まれたんだけど。
なんか前はサークル参加者は少し前の時間に更衣室使えたような‥？

347：_ ：02/08/07 21:38 ID:9bXqQ8aA
>>346
サークル参加者は7:30-9:00の間更衣室利用可能です。
(コミケットアピール3ページ目参照)
サークル参加だと一般と一部違うところがあるのでこの辺はアピールを読むしか

348：C. N. ：名無したん ：02/08/07 21:44 ID:9bXqQ8aA

NEW SECTION

QB and VIVI's OTAKU 手 can

ACT 1

LET'S GO TO COMIKET

BY KYUBI TAKAKO

HI! I'M QB, AND I'M A MANGA ARTIST. I ALSO PARTICIPATE IN COMIKET— I DRAW *DOJINSHI*, BUY *DOJINSHI*, WATCH THE COSPLAYERS— I NEVER GET TIRED OF IT!

VIVI

THERE ARE TWO WAYS TO PARTICIPATE IN COMIKET.

(1) LINE UP AND ENTER AS A VISITOR.

(2) APPLY FOR A TABLE TO SELL YOUR *DOJINSHI*, AND ENTER AS A CIRCLE.

A LOT OF MY AMERICAN FRIENDS SAY THEY WANT TO GO TO COMIKET.

IF YOU JUST WANT TO BUY *DOJINSHI*, THEN YOU SHOULD ENTER AS A VISITOR. TO GO AS A CIRCLE, YOU NEED AN ADDRESS IN JAPAN.

And, it's lottery.

SO WHAT DO YOU NEED IF YOU'RE GOING TO COMIKET FOR THE FIRST TIME?

HMMM...

FIRST... GUTS!!

根性!

THERE WILL BE A LOT OF PEOPLE THERE! THE CATALOG ALONE WEIGHS 2KG! IF YOU CAN'T READ THE HALL MAPS, YOU'LL GET LOST! IT TAKES PATIENCE TO GET USED TO COMIKET...

COMIC MARKET

And the books are so heavy...

SECOND...

金! CASH!

It's great that the dojinshi are off-set, but when they have so few pages and are so expensive... .... it's painful...

2000yen ?!

***DOJINSHI* ARE EXPENSIVE! AND FORGET ABOUT HAGGLING. PROFESSIONAL BOOTHS ALSO HAVE LIMITED EDITION GOODS. AND NO ONE TAKES CREDIT CARDS!**

FINALLY...

CHARM!

愛嬌!

PEOPLE ALL OVER THE WORLD LIKE MANGA! BUT...THE JAPANESE ARE A SHY PEOPLE! IF YOU HAVE A QUESTION, DON'T BE AFRAID TO ASK. (BUT IF YOU SPEAK TOO LOUDLY, YOU MIGHT FRIGHTEN SOMEONE.)

I WENT TO MY FIRST COMIKET WHEN I WAS 15, BUT I WAS SO SURPRISED BY THE NUMBER OF PEOPLE, I DIDN'T EVEN BUY ONE BOOK.

EVEN FOR JAPANESE, COMIKET ISN'T EASY. SO WHAT TO DO IF YOU HAVE A PROBLEM...?

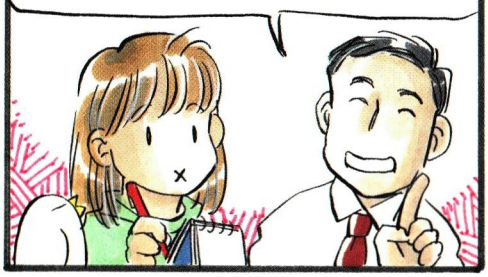
COMIKET HAS AN INTERNATIONAL DESK FOR FOREIGNERS!

AT THE INTERNATIONAL DESK, JAPANESE STAFF WHO SPEAK ENGLISH, FRENCH, KOREAN AND OTHER LANGUAGES, AS WELL AS FOREIGNERS WHO SPEAK JAPANESE, ARE THERE TO HELP WITH ANY PROBLEMS.

Be careful....you're showing your age....

A COMIKET STAFF MEMBER TELLS US...

MOST OF THE VISITORS TO COMIKET ARE THERE BECAUSE THEY LOVE *DOJINSHI*, BUT A FEW COME THAT DON'T ACTUALLY LIKE OTAKU, SO BE CAREFUL.



BUT THE WORST THING CAN BE THE PRESS. SOME TAKE PICTURES WITHOUT ASKING PERMISSION, AND A FEW FOCUS JUST ON ODD THINGS LIKE PEOPLE COSPLAYING AS NAZIS.

THAT STAFF MEMBER ALSO HAS SOME ADVICE FOR VISITORS FROM AMERICA.

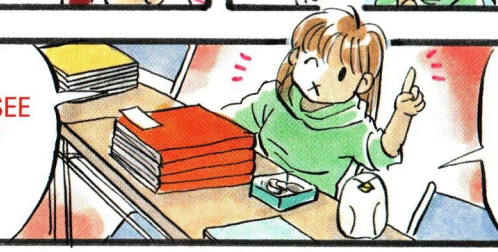
START WITH THE WINTER COMIKET
JAPANESE SUMMERS ARE REALLY HOT!

GO TO THE EVENT HALL AFTER 12 NOON.
YOU CAN GET IN WITHOUT HAVING TO STAND IN LINE.

IF YOU ARE COSPLAYING, CHANGE INTO YOUR COSTUME AFTER YOU GET THERE USING THE SPECIAL ROOMS SET UP FOR THAT PURPOSE.

A special bonus: there's a World Dojinshi Corner! Check it out!

IF YOU COME TO COMIKET, YOU CAN SEE THE ENTHUSIASM OF JAPANESE MANGA FANS!



IF YOU HAVE THE CHANCE, THE COURAGE, AND THE MONEY, BY ALL MEANS COME! AS A FAN, YOU'LL BE ENRICHED!

MAO DANTE
DANTE, PRINCE OF DARKNESS

DATA
Broadcast on SKY PerfecTV(CS)/ Animetheater-X Channel 279
Saturdays, 9:30 AM (approx. 30 min.)
URL●http://www.mao-dante.com

THE PREDESSOR TO "DEVILMAN" CURRENTLY IN ITS SATELLITE-TV RUN!

Mao Dante was basically the prototype for Nagai Go's signature series, "Devilman". **Mao Dante** ran in the manga magazine *Bokura magazine*. When *Bokura magazine* folded, **Dante** ended, but when *Shonen Magazine* incorporated the remnants of *Bokura magazine*, the world of **Dante** became that of "Devilman". Now, with this new anime series, Dante's long sleep has been broken. At the same time, a new manga has begun.

The anime version is completely faithful to the manga, and is well-worth watching. In a rare move for CS broadcasting, the series has not toned down the violence, and is intended for audiences 15-years old-and above. Nagai Go originally wrote **Dante** after wondering, "What if we saw the world through Godzilla's eyes?" But, not wanting to just do a straightforward monster like Godzilla, Nagai based his character on Lucifer from **Dante**'s "Inferno". Nagai's works after that, including "Devilman", focused on such heavy themes as god and devil, and what it means to be human, but he doesn't neglect the destruction caused by absolute power. The difficulty of those who wield terrible power is a theme Nagai has revisited often since "Mazinger Z", and this series is no exception.

The main character, Uzuki Ryo, is an unassuming college student who often shuts himself in his room. His life seems normal, but every night the same nightmare torments him. In this nightmare, an ominous beast is handing out slaughter over and over. On a trip to the Japanese Alps with his university his mountain-climbing club, Ryo is summoned through space and time to the Himalayas by the very monster he has seen in his dreams. The monster, which has been frozen in ice for 2000 years, is Mao Dante. From his frozen world, Dante has manipulated Ryo's heart, summoning him. Ryo is the fuel he needs to come to life, and he is consumed alive by Dante, who is reborn.

In Japan, satanists have been trying to raise Dante through a Black Mass. They succeed, getting more than they bargained for—Dante, with Ryo's face and mind.

In Nagai Go's world, gods and devils are not creatures of legend, but of reality. In his world, devils are part of a demon family, who, like the former gods in Cthulu mythology, existed as an aboriginal people. In this series, gods are the physical manifestation of the energy of souls from beyond Earth. Demons are the aboriginal people of Earth who were invaded by the gods. The spirit of the gods entered the flesh of anthropoidal apes, and current humans are direct descendants of these gods, although we have lost the powers of the mind they had.

From the point-of-view of humanity, demons are evil beings who threaten our existence. But to demons, humans and gods are cowardly invaders.

Nagai Go's world of the Revelations doesn't paint a picture absolute good or absolute evil. Like "Violence Jack" or "Devilman", Nagai leaves it up to you, the viewer, to draw what conclusions you will from his works.

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GALAXY ANGEL

DATA
Broadcast by TV Osaka/TV Tokyo
Sundays, 9:30 AM (approx. 30 min.)
URL●http://www.broccoli.co.jp/ga/index.html

GALAXY ANGEL
ギャラクシーエンジェル

THE FUNKY FEMALE QUINTET OF GALAXY ANGEL STIR IT UP!

Eden, an advanced civilization, had developed to the very limits of science when, thanks to an invention called the Chronoquake, all technology and culture was lost. That was 600 years ago. The current Empire is busy gathering all the remnants to that long-ago technology, scattered across the galaxy, in order to fuel a new Renaissance.

These lost arts and sciences are known as Lost Technology. White Moon is a non-governmental research facility set up to deal with Lost Technology. When the facility finishes studying and restoring a Lost Technology, it is bestowed on states or civilians as a *tenkei* or heavenly gift, in a cooperative effort to advance development. This is the story of the Angel Corps, young women aboard a royal warship in search of new Lost Technology.

So far, it sounds like a really cool space opera, doesn't it? But in fact, **Galaxy Angel** is an over-the-top idiotic gag anime. The Galaxy Angels are airheads to an extent rarely seen in anime, running hither and thither without rhyme or reason. And that's what's so interesting about this series. Some people, who usually like tightly plotted, scientifically well-thought-out stories, really like this series, while for others, it's completely uninteresting. What's fascinating is that there are a lot of hard SF fans who are also **Galaxy Angel** fans. In fact, *Seiun* (the Japanese equivalent of America's Nebula Award)—winning Nojiri Hosuke who has been disclosed as a huge **Galaxy Angel** fan has even contributed to the series' screenplay.

The third series, which began running this fall in Japan, closely follows the pattern of the first two. The opening credits, as in the earlier series, provide lots of jokes and puns to go along with the lyrics. Fans here look forward every week to finding all the jokes. This is an anime you don't have to think about, but can just watch and laugh your head off. Nowadays, when so much anime is full of torturous drama, a series like this is a wonderful thing.

Remember that royal warship, loaded with powerful armaments, that our girls use so freely? In the first series, all 26 episodes of it, there was a total of just over one minute of battle scenes. You just have to admire the sheer waste of it all.

Just to let you know, the titles of the episodes this time have to do with the names of food—which has absolutely nothing to do with the content of the episodes, of course, but the names of Japanese foods, like *kaiseki*, *yakitori* or *manju* sometimes appear. Perhaps investigating these foods would be an interesting way to spend some time?

(Written by WATANABE MASATOSHI)

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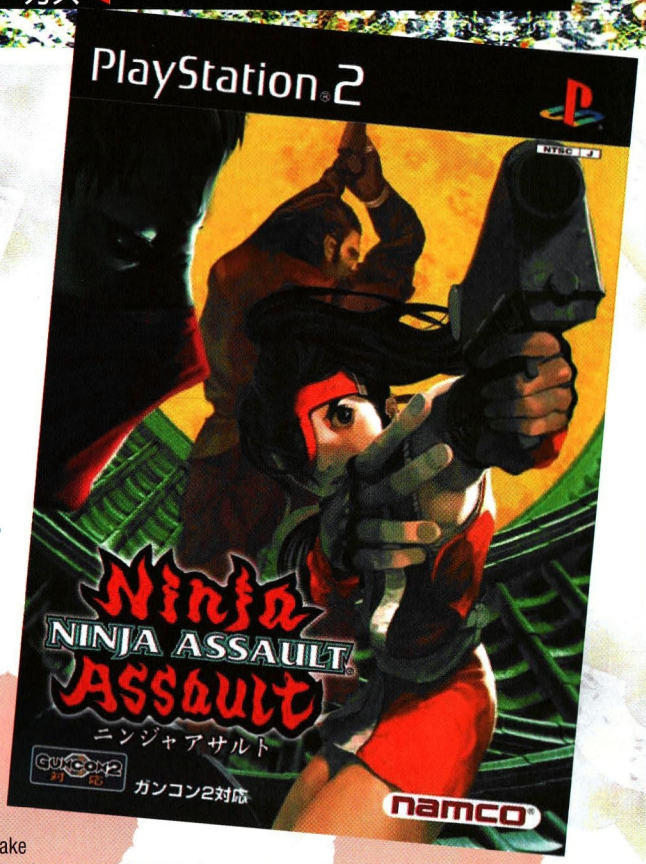
Ninja Assault



DATA

Publisher●NAMCO	Platform●PlayStation 2
Genre●Gun-Shooting	Release●Sept. 12, 2002
Price●¥6,800 (CD-ROM)	For use with GunCon2. Features 2-player simoltaneous play

THE POPULAR JAPANESE-STYLE GUN-BASED ARCADE GAME IS HERE!!

Ninja Assault is set near the end of the turbulent civil war period in Japan. The ten-year struggle to unite the country is reaching a climax, and a mysterious warlord, Shogun Kigai, has suddenly launched a new war. He leads a strange band of soldiers, a cross between human beings and demons, on an invasion of neighboring territories, including the Tenshin Domain that plays home to the game's ninja heroes. When these ninjas return home from a journey, they find their homeland has been plundered and destroyed and its citizens massacred. With the exception of the captured Princess Koto, everyone was killed. In order to save this princess, the ninjas take up arms against Shogun Kigai.

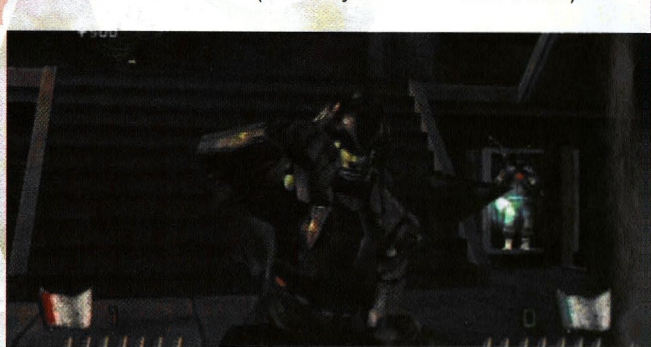
In **Ninja Assault** there is a bitter struggle between ninjas and the enemy demons. One impressive thing about the game is its intense speed. Being ninjas, the heroes have the supernatural ability to move through space. In some scenes, they can move up and down floors of buildings without using stairs. The enemy demons are no slouches either—at one moment they may seem far away, but the next moment they are right on top of the ninjas. Relaxing, even for a moment, spells one's doom. All of this action takes place in an exotic Japanese setting of castles, forests, traditional gardens and ruined castle towns.

This game is a full port of the arcade game with some additional features. In addition to the two original characters, Guren and Gunjo, the ninja Aoi now appears in the Story Mode of the PS2 version. On top of the original story in the arcade game, the PS2 game has different stories for each of the main characters. Moreover, the setting changes for each of the characters.

In order to save the kidnapped princess, Guren and the others make use of a powerful mysterious weapon called the *"mahaju"* that has been sealed up for many years. With this weapon, demons who normally can't be toppled can be easily blown away. A few blasts from the *"mahaju"* can temporarily freeze mid-rank bosses in place. But the enemy will keep on coming, so it's important to hit the bosses and their cohorts simultaneously.

In the PS2 version, there is an extra mode that includes a "mission game" where the ninjas have to do such things as "shoot 20 arrows," as well as a training mode that includes a "koban dojo" where characters have to keep a *"koban"* (gold coin) up in the air by shooting it with a gun. There are about 30 of these different modes. With so many functions to learn, playing this game is a good way to master use of the GunCon2. It is also possible for two players to play simultaneously, and there are five levels of difficulty so that beginners as well as arcade pros can enjoy the game. Reloading is unlimited as well—players can reload by simply shooting at the edge of the screen, so there is no need to worry about how many bullets are left. Shoot to your heart's content!

(Written by WATANABE MASATOSHI)



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SEGA OF AMERICA HEDGEHOG EXPRESS VOL.2

ZOOM IN!

PHANTASY STAR ONLINE EPISODE I&II

DATA
Publisher ● SEGA
Platform ● Nintendo GameCube Genre ● Online RPG
Release ● In Stores Now Price ● US$99.95

MORE FUN AND EASIER TO USE, PSO IS BETTER THAN EVER!

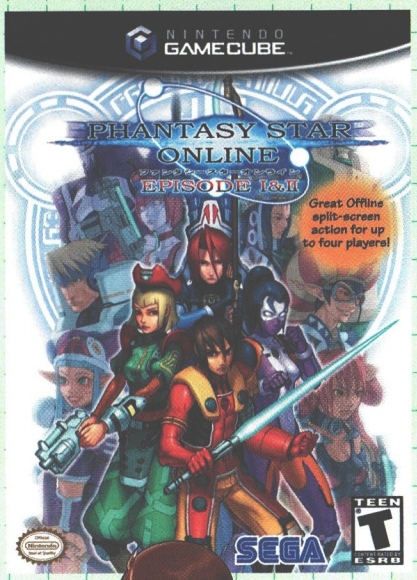
The amazing online role-playing game **Phantasy Star Online Episode I & II** is now available on GameCube! Hopefully some of you have already tried it. Just two years after the release of the Dreamcast version, there are already over 300,000 players worldwide. In this issue, Hedgehog Express will look at how the story and the quests in the original PSO have been expanded. Those who have already mastered the former version, as well as newcomers, should give this game a try.

Unlike other online RPGs, the greatest feature of **PSO** is its interesting storyline. The main attraction is certainly the addition of Episode 2, the sequel to the Episode 1. This means additional maps, temples, spaceships, and underwater stations, and of course, many new enemies. Unlike Episode 1, the characteristics of each enemy are different depending on the map. This makes it increasingly important to customize weapons and techniques. And since powerful foes will show up, it might be a good idea to reach at least Level 10 on Episode 1 first.

With the GameCube version, the Joy Carry and Multi-Mode functions have also been added. With Joy Carry, your Game Cube can be connected to a GameBoy Advance, and when a quest is completed, a corresponding mini-game can be downloaded. Multi-Mode, when combined with a memory card, makes it possible for up to four players to play at the same time. Invite some friends over and have yourselves a PSO party!

In terms of the system, some functions have been added to make the online game more fun and easier to use. Of particular note is the Word select function. By selecting words, it is possible to make sentences in five different languages (English, Japanese, French, German and Spanish). This facilitates conversation with players throughout the world. It should be noted, however, that this is an automatic function that depends on the language setting of the recipient's computer. Even if the other person is communicating in English, they may just be using Word select, and not really understand English well. For this reason, it's important to communicate carefully with the other player when the game is played for the first time.

There are lots of other new things about **PSO**. In the next Hedgehog Express we plan to present an overview of the game, as well as hit you off with some useful strategies. See you back here next week!



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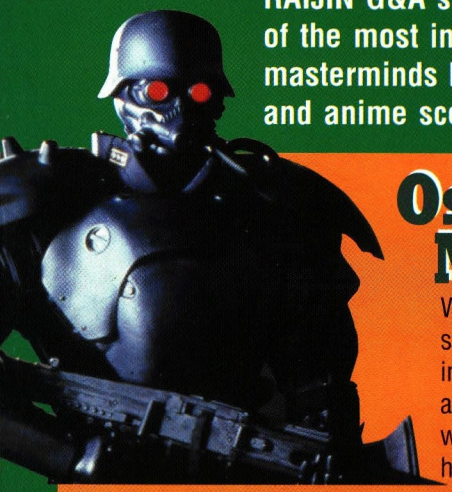
NEXT ISSUE PREVIEW

ISSUE #3

SPECIAL FEATURE

THE CREATORS' CHAT ROOM

RAIJIN G&A sits down with some of the most influential creative masterminds behind the manga and anime scene.

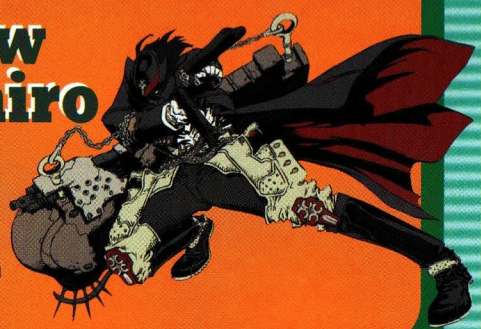


Oshii Mamoru

We pick up on our special anniversary interview in Issue #1 for an even deeper look on what drives the man and his work.

Nightow Yasuhiro

The manga genius behind "Trigun" speaks at length on the anime, toy and game renditions of his smash hit series.



REGULER ARTICLES

Anime Focus
GHOST IN THE SHELL: STAND ALONE COMPLEX

Game Focus
SHIN SANGOKUMUSO 2: MOSHODEN

Today's Topics
THE TOKYO INTERNATIONAL FANTASTIC FILM FESTIVAL

SEGA OF AMERICA
HEDGEHOG EXPRESS
PHANTASY STAR ONLINE EPISODE I&II

... and more!!

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